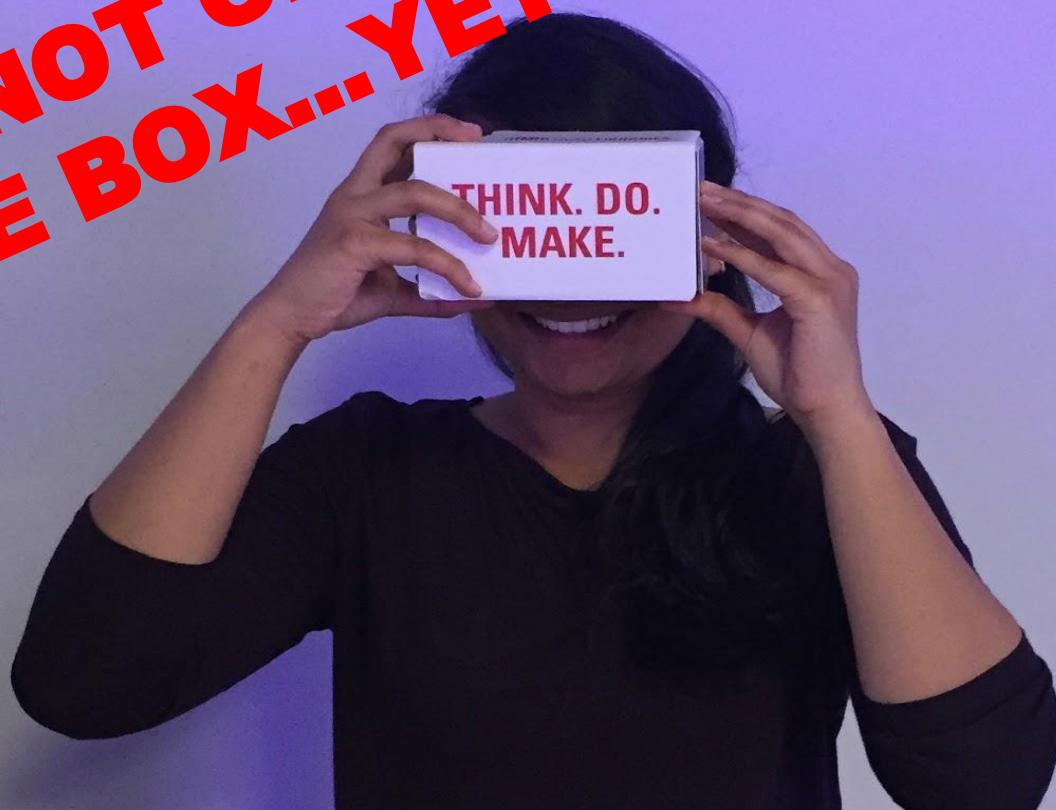




Designing Libraries 2030

**DO NOT OPEN
THE BOX...YET**



Colin Nickels
Adam Rogers
David Woodbury

North Carolina State
University Libraries

DL6 2017

HELLO



COLIN



ADAM



DAVID

NCSU LIBRARIES



MAKERSPACE



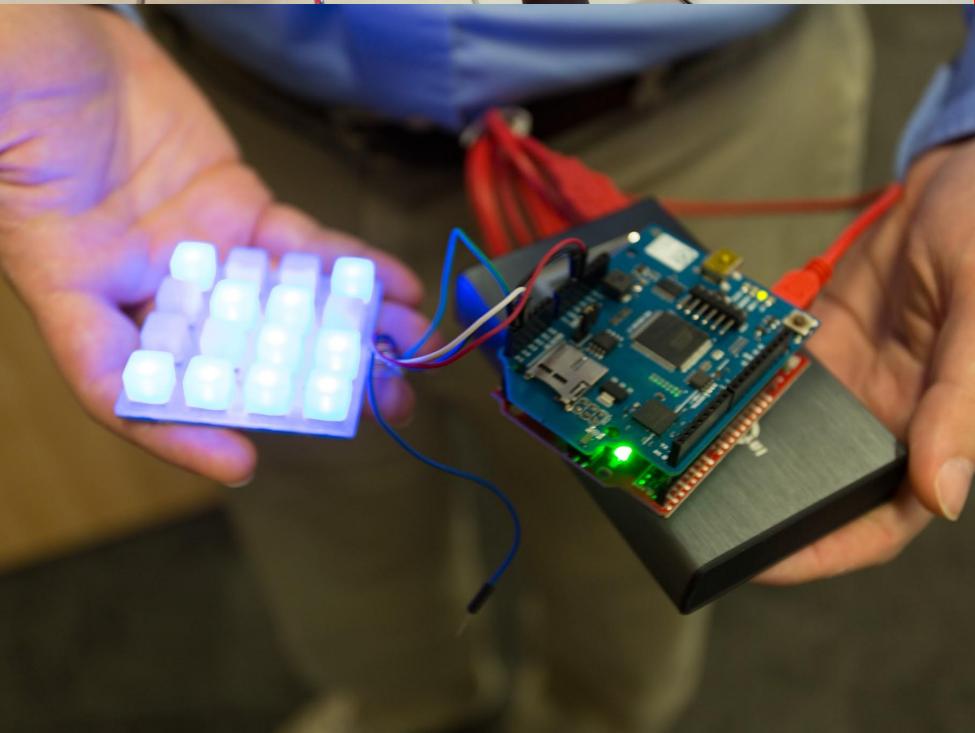
TEACHING + LEARNING



MAKE-A-THON

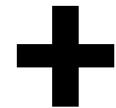


STAFF HACKATHONS



TODAY

DESIGN THINKING



CRITICAL MAKING

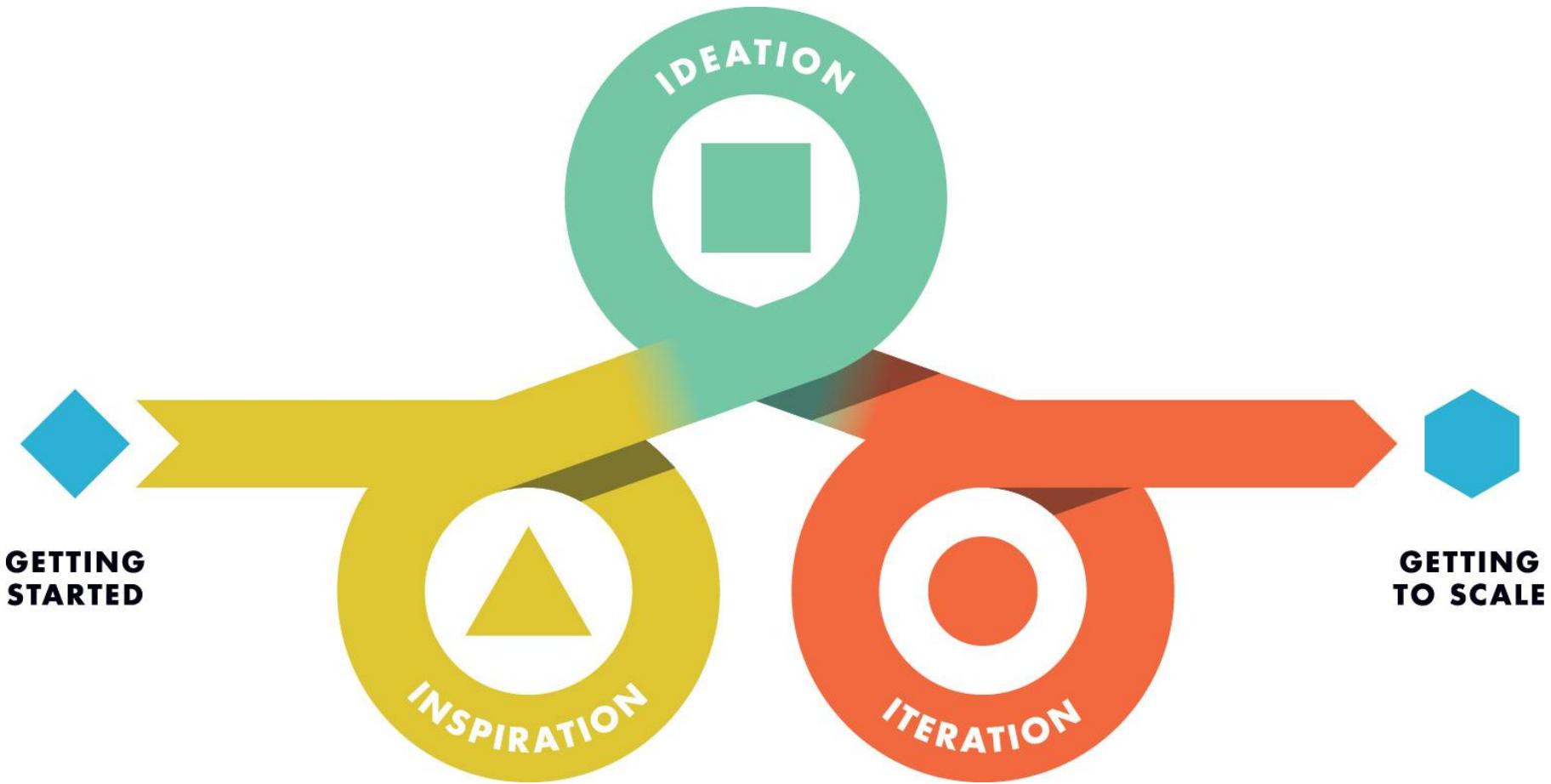
DESIGN THINKING



DESIGN THINKING FOR LIBRARIES

A TOOLKIT FOR PATRON-CENTERED DESIGN

DESIGN THINKING



WHAT IS DESIGN THINKING?

- A method & structure for problem-solving
- Implies an objective view and a warm embrace of risk and new ideas.
- Structure can be a key element to enhancing creativity in problem solving.

from [Fast Company](#)

CRITICAL MAKING



FROM RATTO et al.

The Information Society, 27: 252–260, 2011
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ISSN: 0197-2243 print / 1087-6537 online
DOI: 10.1080/01972243.2011.583819



PERSPECTIVE

Critical Making: Conceptual and Material Studies in Technology and Social Life

Matt Ratto

Faculty of Information, University of Toronto, Toronto, Ontario, Canada

This article provides an overview of a series of experiments in what the author calls *critical making*, a mode of materially productive engagement that is intended to bridge the gap between creative physical and conceptual exploration. Although they share much in common with forms of design and art practice, the goal of these events is primarily focused on using material production—making things—as part of an explicit practice of concept elaboration within the social study of technology.

Keywords information technology, innovation, making, social theory

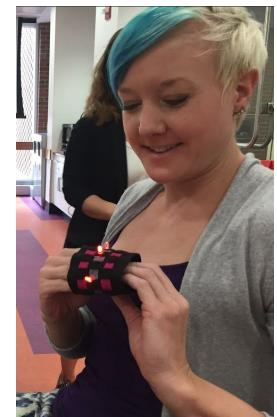
through joint material production. In the second section, I provide more details about critical making as a specific research and pedagogical strategy, examining its origins in a series of conference workshops that I held in Amsterdam and London. Through these empirical examples I describe some of the challenges and successes that I have had, and, in particular, the role of experience and investment in making critical knowledge relevant. In the third section, I describe more generally some of the reasons critical making provides a necessary adjunct to current and future critical research on computing technologies and lay out a tentative theoretical framework for organizing and relating its results to wider scholarly work. Finally, I end by reflecting on the connections between criticality and

WHAT IS IT?

CRITICAL MAKING

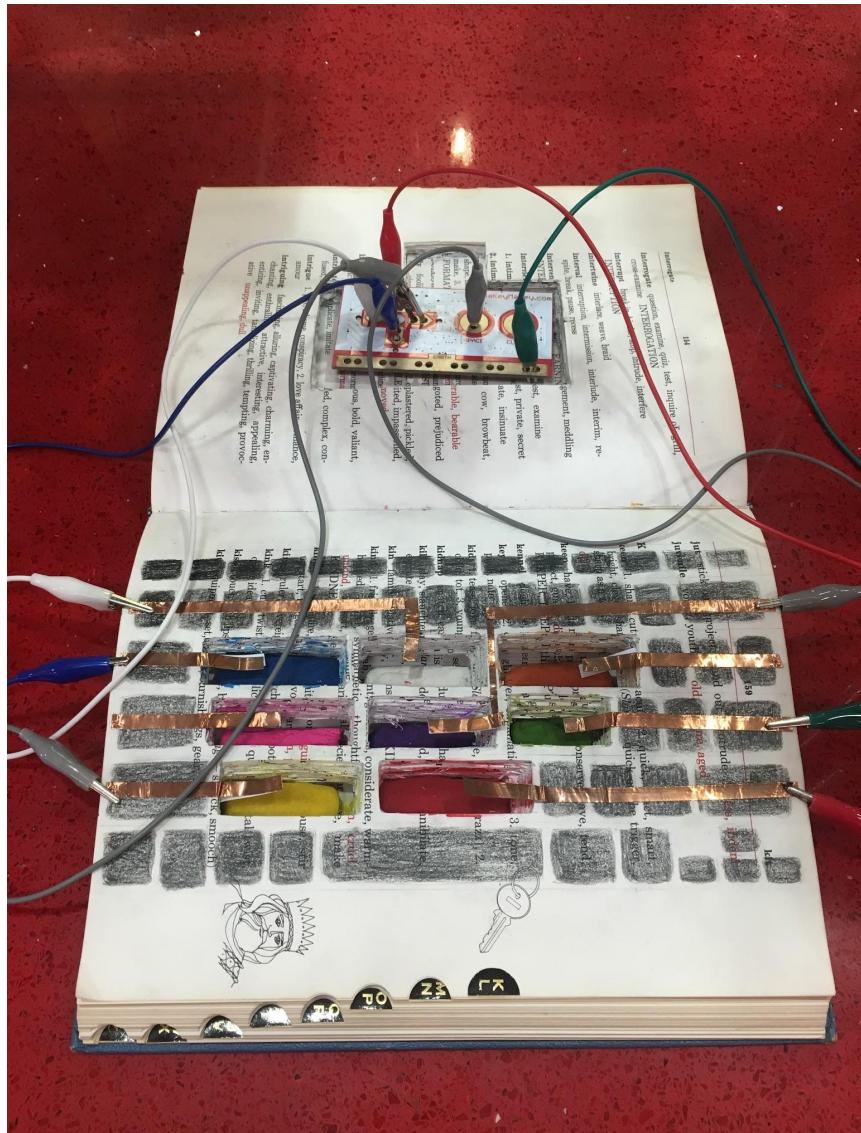
The curation of moments where the conceptual and the material are brought together, not to solve pragmatic issues, but to help us understand the world differently.

HOW IT WORKS



HONORS ENGLISH 296

“Reading Machines” — Dr. Paul Fyfe



IN LIEU OF “TEXTS”

BRING *YOUR* CRITICAL UNDERSTANDING,
AND WORK IN THE CONCEPTUAL SPACE OF
LIBRARIANSHIP:

Democracy, access, preservation, literacy,
scholarly dissemination, research commons,
user experience, digital libraries, discovery,
reference, reader's advisory, subject specialists,
collection management, open access,
repositories, instruction, learning spaces,
archiving, outreach, ...

LET'S GET STARTED

YOUR SCENARIO

{LISTEN} for the BROAD CONTEXT

{WATCH} a clip for VISUAL CUES

{READ} your text PROMPT

**CLOSE YOUR EYES
AND LISTEN**

WATCH



hyper-reality

00:02



HYPER-REALITY by Keiichi Matsuda, [KM.CX](#)

PROMPT

HOW — there are solutions out
there

MIGHT — defer judgment to allow
exploration

WE — do it together and build on
each other's ideas

From “The Secret Phrase Top Innovators Use” in HBR, September 2012

ACTIVITY 1

BRAINSTORM

15 min



BRAINSTORMING RULES

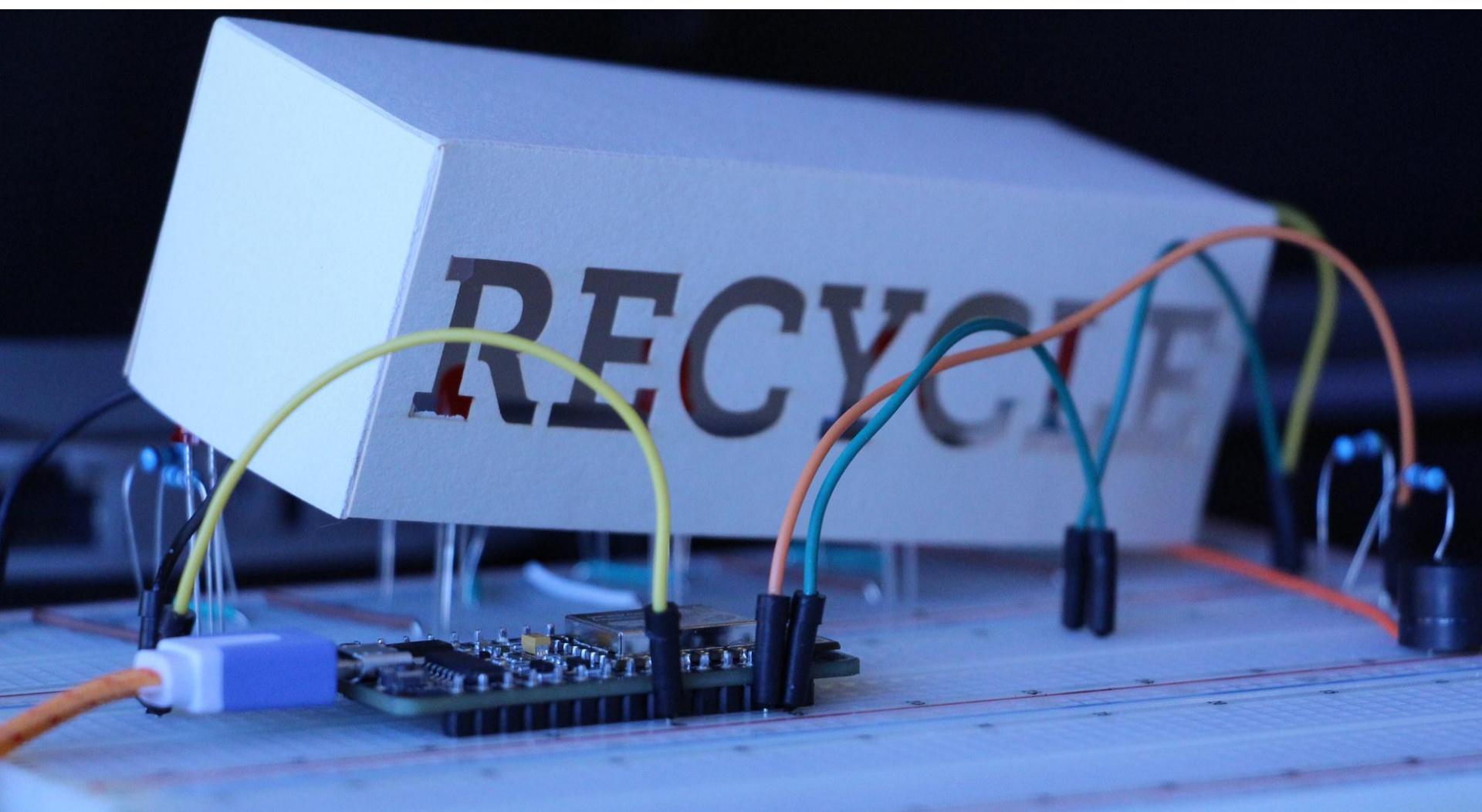
- *DEFER JUDGMENT*
- *ENCOURAGE WILD IDEAS*
- *BUILD ON THE IDEAS OF OTHERS*
- *STAY FOCUSED ON THE TOPIC*
- *ONE CONVERSATION AT A TIME*
- *BE VISUAL*
- *GO FOR QUANTITY*

From IDEO Design Thinking for Libraries (designthinkingforlibraries.com)

ACTIVITY 2

PROTOTYPE

35 min



ACTIVITY 2

PROTOTYPE

35 min

- Narrow to one or two ideas from your brainstorm
- Translate your ideas into physical/digital form
- Use the materials provided and more
- Roleplay—>Get Feedback! Have one group member put on a “User Hat”

WHAT IS A PROTOTYPE?

- A physical/digital representation of your concept
- It enables you to share an idea with other people, get feedback, and learn how to further refine it.
- It is not the final product, not perfect, not high-fidelity.

from [DTFL](#) & [UNHCR](#) & [Design Kit](#) & [UX Mag](#)

ACTIVITY 3

1 min

ONE-MINUTE PITCH

- What was your **prompt**?
- Describe your **idea** and thought process
- Show your **prototype** and describe how a user might interact with it.

**REFLECT
AND DISCUSS**

KEEP IN TOUCH!

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THANK YOU!